STORY MAKER Reference Card

Two versions are included in this package: a 64K *Story Maker,* and a 128K *Story Maker.*

Equipment You Need

1. For 64K *Story Maker:*
Apple® II Plus with 64K, Apple *IIe*, Apple IIc

For 128K *Story Maker:*
Apple *IIe* with *Apple compatible* extended 80-column card*, Apple IIc
2. TV or monitor
3. Disk drive
4. AppleMouse, joystick, or KoalaPad™
5. ImageWriter; Scribe; or Epson printer with graphics card. (Printer is optional.)

Apple is a registered trademark of Apple Computer, Inc.

*See the other side of this card for instructions on modifying the extended 80-column card to generate double high-resolution graphics.

Disk Loading Instructions

1. Insert the *Story Maker* Program disk into the disk drive and close the door.
- To use the 64K *Story Maker,* insert the program disk with the 64K label facing up.
- To use the 128K *Story Maker,* insert the program disk with the 128K label facing up.

2. Turn on the computer and TV (or monitor). Once you do, the disk drive light will go on. After a few seconds, you'll see the title screen followed by a menu.

For complete instructions on using *Story Maker,* refer to the handbook.

For Systems with Two Disk Drives

1. When the main *Story Maker* menu appears, remove the Program Disk from the drive.
2. Insert the Picture Gallery Disk in one drive and your data disk in the other drive. From this point, you will not have to worry about swapping disks.

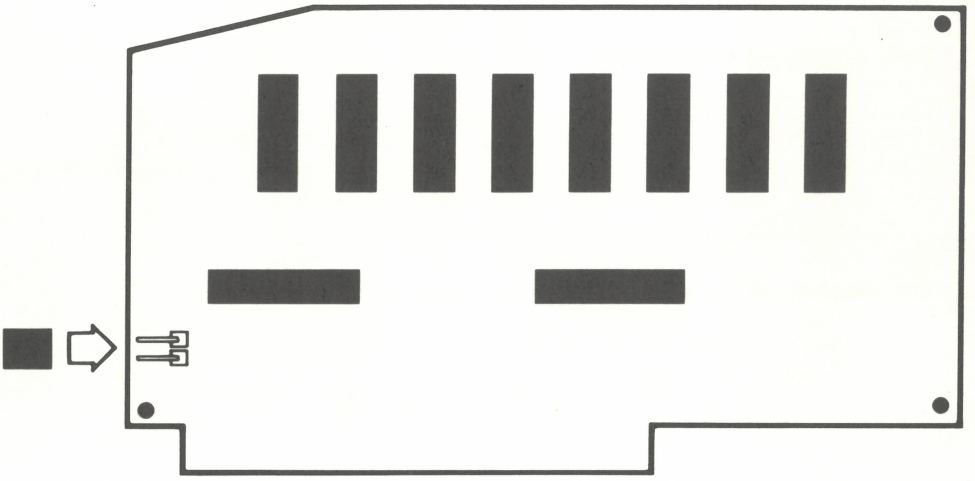
Scholastic 12 11 10 9 8 7 6 5 4 3 2 6 7 8 9/8

Double High-Resolution Graphics Modification for Extended 80-Column Card

If you are using an Apple *IIe* for 128K *Story Maker,* you will need an *Apple compatible* extended 80-column card. To use the double high-resolution graphics in *Story Maker,* you need to modify the extended 80-column card by installing the plastic jumper block that came with the card. To make this modification, follow these instructions:

1. Before installing your extended 80-column card in your Apple *IIe*, check the part number on the main circuit board inside the computer. On the back of the board (near slots 3–5) you'll see the words "APPLE COMPUTER INC." Underneath is a seven digit number followed by a letter. If this letter is "A," do *not* install the jumper block. Doing so will make your computer inoperable.

2. If the last letter of the part number on the main circuit board is not "A," find the pair of pins on the extended 80-column card and slide the jumper block onto the pins. (On some cards the pins are straight, while on others they have a 90-degree curve.) See the diagram below.



ISBN: 0-590-95555-1